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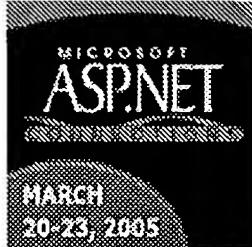
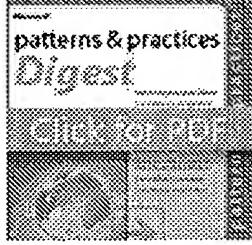
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This article provides an overview of Windows Management Instrumentation, a technology that exposes a wide variety of system management information and allows management applications to query and change the state of the system by following the object ... **across an enterprise** ...

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Say Goodbye to Quirky APIs: Building a WMI Provider to Expose Your Object Info --- MSDN Magazine, April 2000

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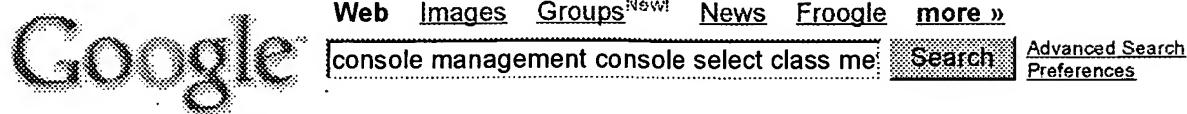
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3 Status report of the graphic standards planning committee

Computer Graphics staff

August 1979 ACM SIGGRAPH Computer Graphics, Volume 13 Issue 3

Full text available:  pdf(15.01 MB) Additional Information: full citation, references, citations

4 An abstract machine for tabled execution of fixed-order stratified logic programs

Konstantinos Sagonas, Terrance Swift

May 1998 ACM Transactions on Programming Languages and Systems (TOPLAS)

Full text available:  pdf(602.38 KB) Additional Information: full citation, abstract, references, citations

SLG resolution uses tabling to evaluate nonflourndering normal logic programs. The SLG-WAM, which forms the engine of the XSB system, can compute order of magnitude faster than current deductive databases. At the same time it executes SLG code with tabled SLG code, and executes Prolog code with minimal overhead. The SLG-WAM brings to logic programs ...

Keywords: SLG, WAM, memoing, prolog, stratification theories, tabling

5 A structural view of the Cedar programming environment

Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann

August 1986 ACM Transactions on Programming Languages and Systems (TOPLAS)

Full text available:  pdf(6.32 MB) Additional Information: full citation, abstract, references, citations

This paper presents an overview of the Cedar programming environment, focusing on the major components of Cedar and the way they are organized. Cedar supports writing in a single programming language, also called Cedar. Its primary purpose is for programmers whose activities include experimental programming and the development of a high-performance personal computer. The ...

6 Computing curricula 2001

September 2001 Journal on Educational Resources in Computing (JERIC)

Full text available:  pdf(613.63 KB)  html(2.78 KB) Additional Information: full citation, references, citations, links

7 Parallel logic programming systems

Jacques Chassin de Kerommeaux, Philippe Codognet

September 1994

ACM Computing Surveys (CSUR), Volume 26 Issue 3

Full text available:  pdf(3.51 MB)

Additional Information: full citation, abstract, references, citi

Parallelizing logic programming has attracted much interest in the research cc and AND-parallelisms of logic programs. One research stream aims at transpa existing logic programming languages such as Prolog, while the family of conc language constructs allowing programmers to express the concurrency— synchronization between parallel processes—withi ...

Keywords: AND-parallelism, OR-parallelism, Prolog, Warren Abstract Machine, programming, constraints, guard, hash windows, load balancing, massive par multisequential implementation techniques, nondeterminism, scheduling para

8 Firmware approach to fast Lisp interpreter

Hiroshi G. Okuno, Nobuyasu Osato, Ikuo Takeuchi

December 1987

Proceedings of the 20th annual workshop on Microprogram

Full text available:  pdf(1.14 MB)

Additional Information: full citation, abstract, referen

The approach to speed up a Lisp interpreter by implementing it in firmware se interpreter shows good performance for very simple benchmarks, while it ofte larger benchmarks and applications unless speedup techniques are devised fo system. This paper describes various techniques devised for the TAO/ELIS sys of the TAO language implemented on t ...

9 Pluggable verification modules: an extensible protection mechanism for the

Philip W. L. Fong

October 2004 ACM SIGPLAN Notices , Proceedings of the 19th annual ACM SIGPLA programming, systems, languages, and applications, Volume 39 Iss

Full text available:  pdf(224.39 KB)

Additional Information: full citation, abstract, referen

Through the design and implementation of a JVM that supports (PVMs), the idea of an extensible protection mechanism is ente verification becomes a pluggable service that can be readily rep augmented. Application-specific verification services can be saf linking process of the JVM. This feature is enabled by the adopt modular verification architecture, Pro ...

Keywords: Aegis VM, Java virtual machine, bytecode verification mechanism, extensible systems, mobile code security, pluggab linking

10 Draft Proposed: American National Standard—Graphical Kernel System

Technical Committee X3H3 - Computer Graphics

February 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue SI

Full text available:  pdf(16.07 MB)

Additional Information: full citation

11 Curriculum 68: Recommendations for academic programs in computer science

William F. Atchison, Samuel D. Conte, John W. Hamblen, Thomas E. Hull, Thomas McCluskey, Silvio O. Navarro, Werner C. Rheinboldt, Earl J. Scheweppe, William T. Vetterling
March 1968 Communications of the ACM, Volume 11 Issue 3

Full text available:  pdf(6.63 MB)

Additional Information: full citation, reference

Keywords: computer science academic programs, computer science bibliography, computer science curriculum, computer science education, computer science education, undergraduate programs

12 System-level power optimization: techniques and tools

Luca Benini, Giovanni de Micheli

April 2000 ACM Transactions on Design Automation of Electronic Systems (TODAES)

Full text available:  pdf(385.22 KB)

Additional Information: full citation, abstract, references, citations

This tutorial surveys design methods for energy-efficient system-level design, consisting of a hardware platform and software layers. We consider the three main units that consume energy, namely computation, communication, and storage units, and analyze their energy consumption. We also study models for analyzing the energy cost of software design and compilation. This survey ...

13 Parsing and compiling using Prolog

Jacques Cohen, Timothy J. Hickey

March 1987 ACM Transactions on Programming Languages and Systems (TOPLAS)

Full text available:  pdf(2.83 MB)

Additional Information: full citation, abstract, references, citations

This paper presents the material needed for exposing the reader to the advanced techniques of implementing compilers using Prolog. It consists of describing succinctly most of the algorithms needed in prototyping and implementing compilers that facilitate this task. The available published material on the subject describes the techniques of implementing compilers using Prolog. It consists of coupling actions to recursive syntax-trees which are subsequently utilized ...

14 A type driven hardware engine for Prolog clause retrieval over a large know

K.-F. Wong, M. H. Williams

April 1989 ACM SIGARCH Computer Architecture News , Proceedings of the 16th ACM SIGARCH Computer architecture, Volume 17 Issue 3

Full text available:  pdf(1.13 MB)

Additional Information: full citation, abstract, references, citations, index terms

Whereas existing Prolog systems are very effective at handling small knowledge bases and often incapable of handling large sets of clauses. Large knowledge bases and are shared by a number of users, may need to reside in secondary memory and are inordinately slow. Various approaches have been put forward for handling the systems (loosely ...)

15 Interactive Editing Systems: Part II

Norman Meyrowitz, Andries van Dam

September 1982 ACM Computing Surveys (CSUR), Volume 14 Issue 3

Full text available:  pdf(9.17 MB) Additional Information: full citation, references, citations, index terms

16 A framework for efficient reuse of binary code in Java

Pramod G. Joisha, Samuel P. Midkiff, Mauricio J. Serrano, Manish Gupta

June 2001 Proceedings of the 15th international conference on Supercomputing

Full text available:  pdf(419.49 KB)

Additional Information: full citation, abstract, references, citations, index terms

This paper presents a compilation framework that enables efficient reuse of binary code across distinct Java Virtual Machine (JVM) instances. High-performance compilation, since static compilation cannot handle many dynamic environments, suffer from large memory footprints and high startup costs, which is unacceptable for embedded devices (such as hand held personal digital assistants and networked scalable servers. A recently proposed ...)

17 Affix grammar driven code generation

Mahadevan Ganapathi, Charles N. Fischer

October 1985 ACM Transactions on Programming Languages and Systems (TOPL)

Full text available:  pdf(3.19 MB)

Additional Information: full citation, abstract, references, citations, index terms

Affix grammars are used to describe the instruction set of a target architecture. A code generator is obtained automatically for a compiler using an intermediate language built on this model can automatically perform most popular machine-dependent optimizations. Code generators based on this model demonstrate retargetability and portability.

18 The family of concurrent logic programming languages

Ehud Shapiro

September 1989

ACM Computing Surveys (CSUR), Volume 21 Issue 3

Full text available:  pdf(9.62 MB)

Additional Information: full citation, abstract, references, citations

Concurrent logic languages are high-level programming languages for parallel wide range of both known and novel concurrent programming techniques. They preserve many advantages of the abstract logic programming model, including computations, the convenience of representing data structures with logical terms, unification, and the amenability to metaprogramming ...

19 Status report of the graphic standards planning committee of ACM/SIGGRAPH software packages

Computer Graphics staff

September 1977

ACM SIGGRAPH Computer Graphics, Volume 11 Issue 3

Full text available:  pdf(9.03 MB)

Additional Information: full citation, references, citations, index terms

20 Retargetable Compiler Code Generation

Mahadevan Ganapathi, Charles N. Fischer, John L. Hennessy

December 1982 ACM Computing Surveys (CSUR), Volume 14 Issue 4

Full text available:  pdf(1.93 MB) Additional Information: full citation, references, citations, index terms

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23 "Topologies"—distributed objects on multicomputers

Karsten Schwan, Win Bo

May 1990 ACM Transactions on Computer Systems (TOCS), Volume 8 Issue

Full text available:  pdf(3.83 MB)

Additional Information: full citation, abstract, references, citing

Application programs written for large-scale multicomputers with interconnect (e.g., hypercubes or meshes) use complex communication structures for conn Such structures implement a wide variety of functions, including the exchange to the task computations and/or the communications required for task synchr under program control, and so o ...

24 Type-Safe linking with recursive DLLs and shared libraries

Dominic Duggan

November 2002 ACM Transactions on Programming Languages and Systems (TO

Full text available:  pdf(658.62 KB)

Additional Information: full citation, abstract, references,

Component-based programming is an increasingly prevalent theme in software expressive and safe module interconnection languages. Dynamic linking is an interconnection languages, as exemplified by dynamic link libraries (DLLs) and Java, respectively. A semantics is given for a type-safe module interconnection libraries and dynamic linking, as well as circular ...

Keywords: Dynamic Linking, Module Interconnection Languages, Recursive Mc

25 Dynamic binding of separately compiled objects under program control

Rex E. Gantenbein, Douglas W. Jones

February 1986 Proceedings of the 1986 ACM fourteenth annual conference on Com

Full text available:  pdf(535.81 KB)

Additional Information: full citation, references

26 A semantics-directed compiler generator

Lawrence Paulson

January 1982 Proceedings of the 9th ACM SIGPLAN-SIGACT symposium on Princip

Full text available:  pdf(973.61 KB)

Additional Information: full citation, references, c

27 Compile-time memory reuse in logic programming languages through update

Gudjón Gudjónsson, William H. Winsborough

May 1999 ACM Transactions on Programming Languages and Systems (TOPLAS)

Full text available:  pdf(693.38 KB)

Additional Information: full citation, abstract, references, cite

Standard implementation techniques for single-assignment languages modify original, which may subsequently be accessed. Instead a variant structure is used to represent the changed portion and to replace any cell that references a newly created structure. The effort required to leave the original unchanged in a program will never reference ...

Keywords: Prolog, compile-time garbage collection, local reuse, reuse map, update

28 TCOL_Ada and the "middle end" of the PQCC Ada compiler

Benjamin M. Brosgol

November 1980 ACM SIGPLAN Notices , Proceeding of the ACM-SIGPLAN symposium
Volume 15 Issue 11

Full text available:  pdf(1.14 MB)

Additional Information: full citation, abstract, references, cite

A compiler is traditionally partitioned into a (mostly) machine independent Front End for syntactic, and semantic analysis, and a machine dependent Back End which performs code generation. In the Ada compiler being implemented at Carnegie-Mellon University, we identify a set of phases occurring at the start of the Back End - i.e., "Middle End" optimization. These phases, known collectively ...

29 An optimizing compiler for lexically scoped LISP

Rodney A. Brooks, Richard P. Gabriel, Guy L. Steele

June 1982 ACM SIGPLAN Notices , Proceedings of the 1982 SIGPLAN symposium
Volume 15 Issue 6

Full text available:  pdf(1.37 MB)

Additional Information: full citation, abstract, references, cite

We are developing an optimizing compiler for a dialect of the LISP language, called S-I, a multiprocessing supercomputer designed at Lawrence Livermore National Laboratory. It is thought of as a language primarily for symbolic processing and list manipulation. It is intended to compete with the S-1 PASCAL and FORTRAN compilers for quality of compiled code and for extremely high-speed signal processing ...

30 Levels of representation of programs and the architecture of universal host

B. Ramakrishna Rau

November 1978 Proceedings of the 11th annual workshop on Microprogram

Full text available:  pdf(1.12 MB)

Additional Information: full citation, abstract, references, cite

The issue of high level language support is treated in a systematic top-down manner and categorized into three classes with respect to a host processor: high level representations and directly executable representations. The space of intermediate representations is explored and it is shown that whereas the ideal intermediate language is directly executable on ...

31 Technical reports

SIGACT News Staff

January 1980 ACM SIGACT News, Volume 12 Issue 1

Full text available:  pdf(5.28 MB) Additional Information: full citation

32 Fast algorithms for compressed multimethod dispatch table generation

Eric Dujardin, Eric Amiel, Eric Simon

January 1998 ACM Transactions on Programming Languages and Systems (TOPL)

Full text available:  pdf(682.21 KB) Additional Information: full citation, abstract, references,

The efficiency of dynamic dispatch is a major impediment to the adoption of n languages. In this article, we propose a simple multimethod dispatch scheme. This scheme is applicable to any object-oriented language using a method premonotonous property (e.g., as Cecil and Dylan) and guarantees that dynamic the latter being a major requirement for so ...

Keywords: dispatch tables, late binding, multimethods, optimization, pole type

33 The structure of Cedar

Daniel C. Swinehart, Polle T. Zellweger, Robert B. Hagmann

June 1985 Proceedings of the ACM SIGPLAN 85 symposium on Language issues in 20 , 18 Issue 7 , 6

Full text available:  pdf(1.79 MB) Additional Information: full citation, abstract, references, ci

This paper presents an overview of the Cedar programming environment, focusing the major components of Cedar and the way they are organized. Cedar supports in a single programming language, also called Cedar. We will emphasize the extensive runtime support, has influenced the organization, comprehensibility, and stability Science Laboratory (CS ...

34 The FINITE STRING Newsletter: Abstracts of current literature

Computational Linguistics Staff

January 1987 Computational Linguistics, Volume 13 Issue 1-2

Full text available:  pdf(6.15 MB)  Publisher Site Additional Information: full citation

35 On the use of naming and binding in early courses

Mark Smotherman

February 1987 ACM SIGCSE Bulletin , Proceedings of the eighteenth SIGCSE techn education, Volume 19 Issue 1

Full text available:  pdf(463.82 KB)

Additional Information: full citation, abstract, references,

In most computer science curricula, the concepts of naming and binding are of the later courses, such as operating systems and programming language fo fundamental and underlie the whole of computer science. In this paper, a proj these concepts in the second or third course so that they may be used in the i throughout a student's program of study. Th ...

36 Interactive Editing Systems: Part I

Norman Meyrowitz, Andries van Dam

September 1982 ACM Computing Surveys (CSUR), Volume 14 Issue 3

Full text available:  pdf(3.08 MB) Additional Information: full citation, citations, index terms

37 Debugging standard ML without reverse engineering

Andrew P. Tolmach, Andrew W. Appel

May 1990 Proceedings of the 1990 ACM conference on LISP and functional pro

Full text available:  pdf(1.29 MB)

Additional Information: full citation, abstract, references, citations

We have built a novel and efficient replay debugger for our Standard ML compiler by instrumenting the user's source code; this approach, made feasible by ML's machine-independent and back-end independent. Replay is practical because our compiler uses continuation-passing style; thus most of the program's state is compactly using call-with-current-continuation. Together, ...

38 Environmental acquisition: a new inheritance-like abstraction mechanism

Joseph Gil, David H. Lorenz

October 1996 ACM SIGPLAN Notices , Proceedings of the 11th ACM SIGPLAN conference on systems, languages, and applications, Volume 31 Issue 10

Full text available:  pdf(2.40 MB)

Additional Information: full citation, abstract, references, citations

The class of an object is not necessarily the only determiner of its runtime behavior. Object behavior differently depending upon the other objects to which it is connected. Object-oriented programming provides no support for this concept, and little research has been done in practical programming situations. This paper investigates a new programming mechanism in the context of *object ag* ...

39 Live-structure dataflow analysis for Prolog

Anne Mulkers, William Winsborough, Maurice Bruynooghe

March 1994 ACM Transactions on Programming Languages and Systems (TOPLA)

Full text available:  pdf(3.59 MB)

Additional Information: full citation, abstract, references, citing

For the class of applicative programming languages, efficient methods for reclaiming released data structures constitute an important aspect of current implementation. The problem of memory reuse for logic programs through program analysis rather than compilation is considered. The aim is to derive run-time properties that can be used at compile time to select according to a given set of queries and ...

Keywords: Prolog, abstract interpretation, compile-time garbage collection, live-structure analysis

40 Special issue on prototypes of deductive database systems: The glue-nail compiler, implementation, and evaluation

Marcia A. Derr, Shinichi Morishita, Geoffrey Phipps

April 1994 The VLDB Journal — The International Journal on Very Large Databases

Full text available:  pdf(2.16 MB)

Additional Information: full citation, abstract, references, citing

We describe the design and implementation of the Glue-Nail deductive database system. Glue is a query language; Nail is a procedural language used for non-query activities. It is sufficient to write a complete application. Nail and Glue code are both compiled into efficient machine code. The Nail compiler uses variants of the magic sets algorithm and supports well-known optimization techniques. The optimizer uses peephole techniques and data ...

Keywords: language, performance, query optimization

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